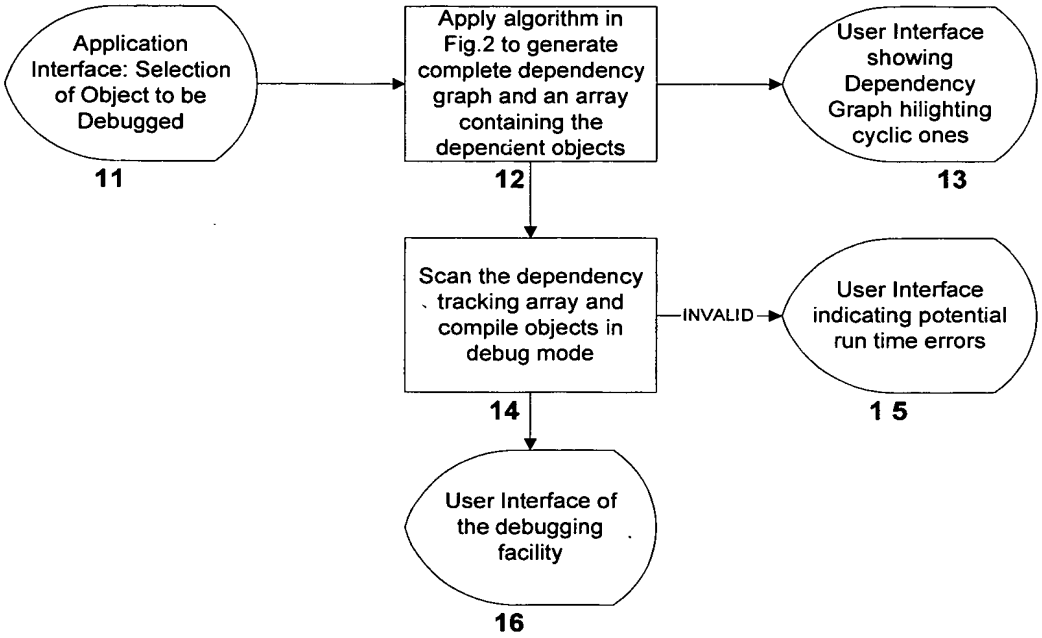

Application Interface: Selection of Object to be Debugged
11
Apply algorithm in Fig.2 to generate complete dependency graph and an array containing the dependent objects
12
User Interface showing Dependency Graph hilighting cyclic ones
13
Scan the dependency tracking array and compile objects in debug mode
14
INVALID
User Interface indicating potential run time errors
15
User Interface of the debugging facility
16

Fig. 1

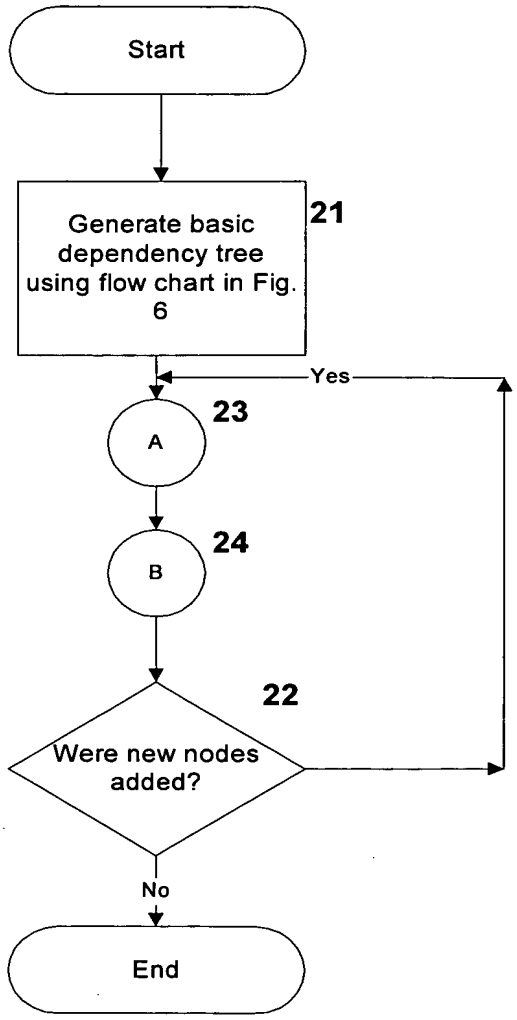

Start
Generate basic dependency tree using flow chart in Fig. 6
21
Yes
23
A
24
B
22
Were new nodes added?
No
End

Fig. 2

5

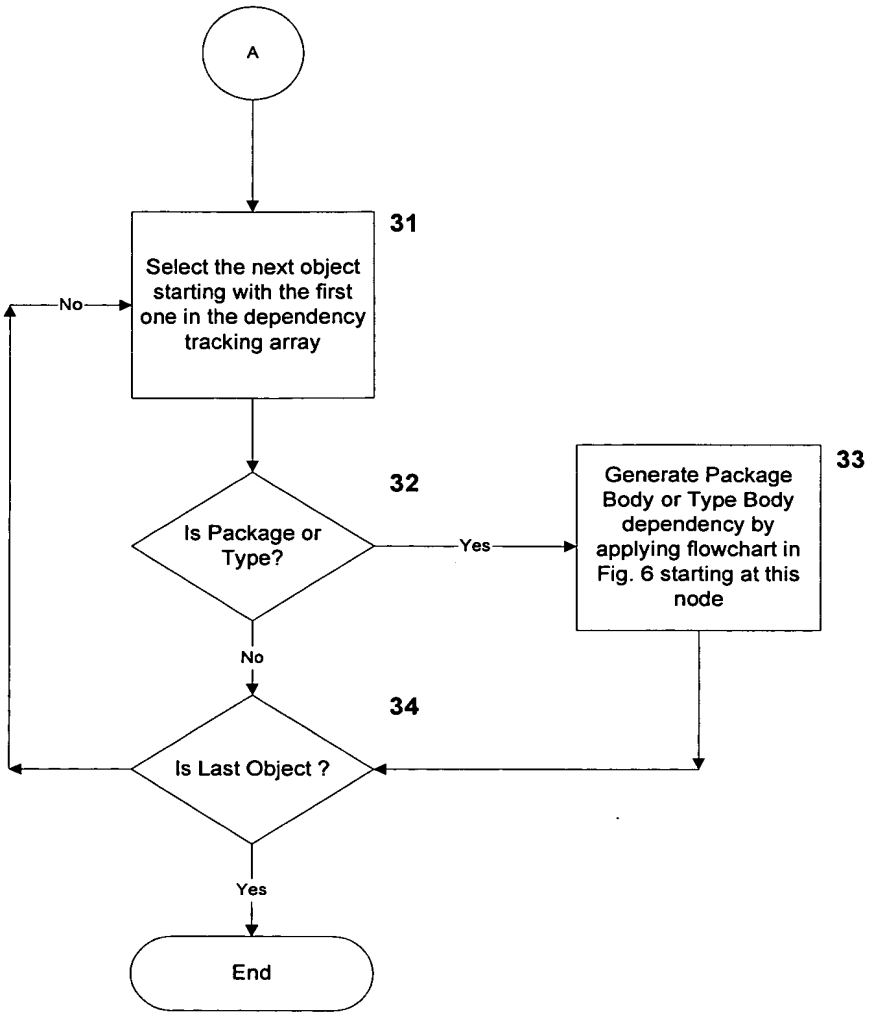

A
31
Select the next object starting with the first one in the dependency tracking array
No
32
Is Package or Type?
Yes
33
Generate Package Body or Type Body dependency by applying flowchart in Fig. 6 starting at this node
No
34
Is Last Object ?
Yes
End

Fig. 3

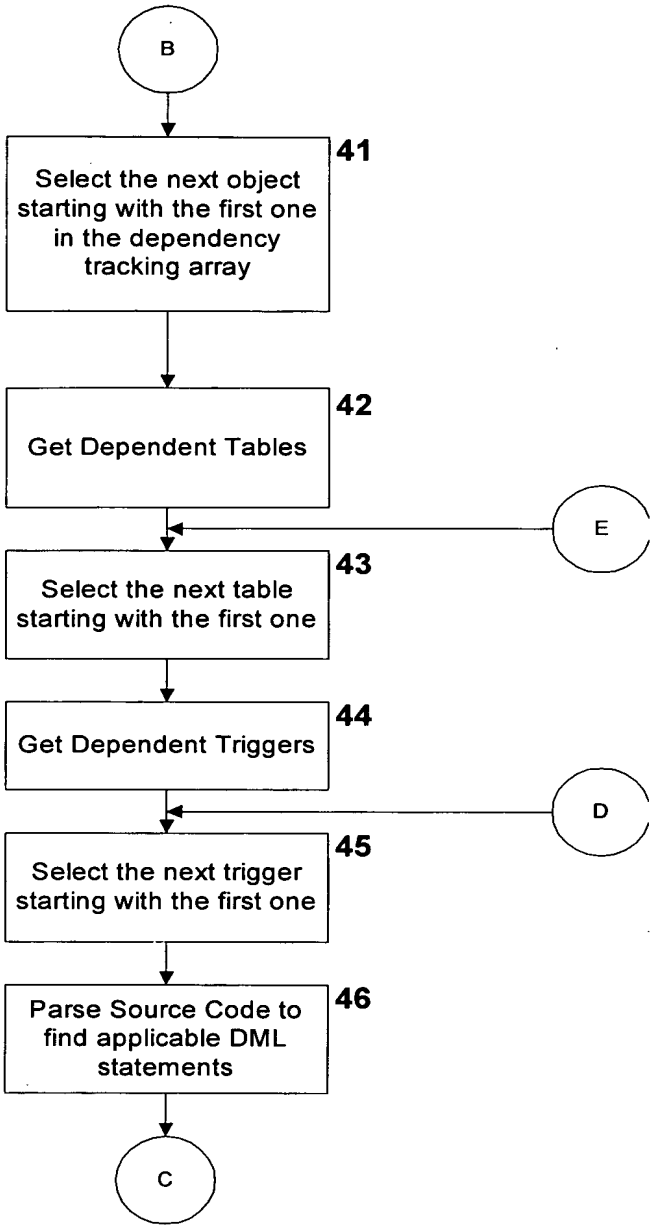

B
41
Select the next object starting with the first one in the dependency tracking array
42
Get Dependent Tables
E
43
Select the next table starting with the first one
44
Get Dependent Triggers
D
45
Select the next trigger starting with the first one
46
Parse Source Code to find applicable DML statements
C

Fig. 4

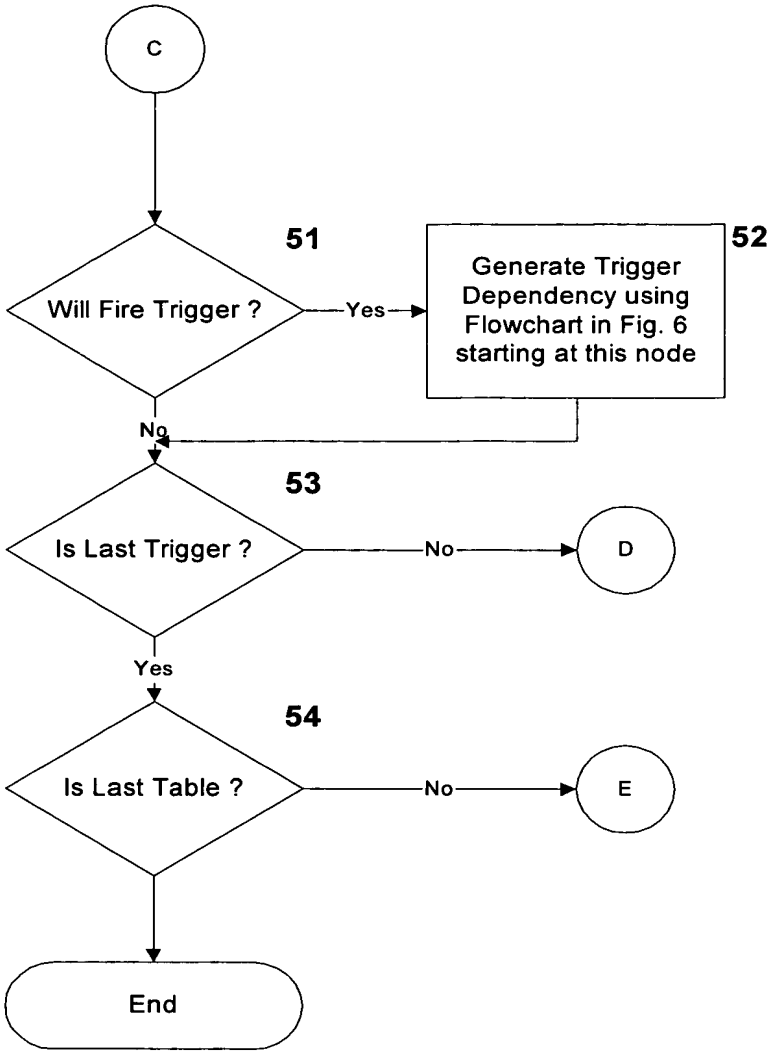

C
51
Will Fire Trigger ?
Yes
52
Generate Trigger Dependency using Flowchart in Fig. 6 starting at this node
No
53
Is Last Trigger ?
No
D
Yes
54
Is Last Table ?
No
E
End

Fig. 5

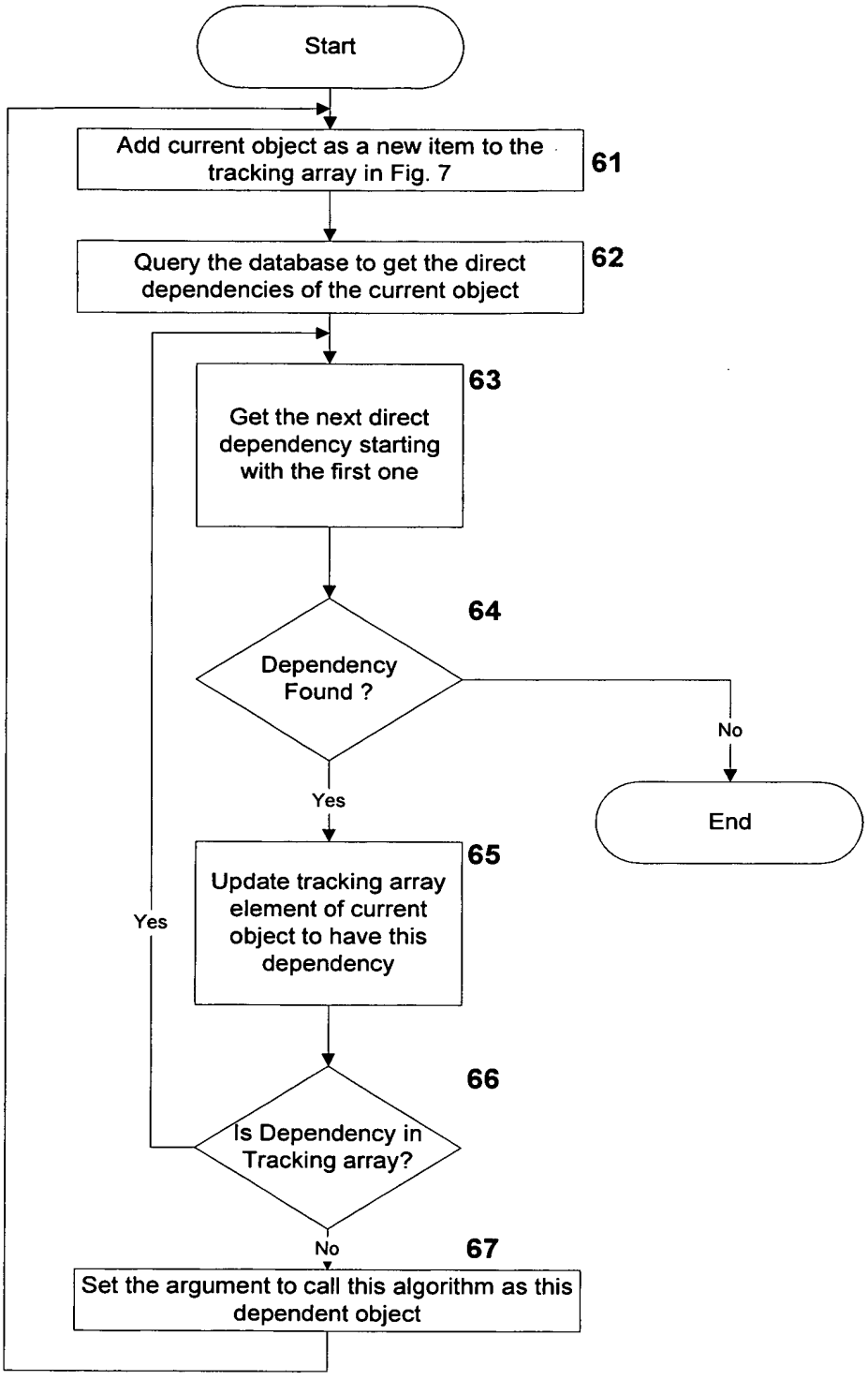

Start
Add current object as a new item to the tracking array in Fig. 7
61
Query the database to get the direct dependencies of the current object
62
Get the next direct dependency starting with the first one
63
64
Dependency Found ?
No
End
Yes
Update tracking array element of current object to have this dependency
65
Yes
66
Is Dependency in Tracking array?
No
67
Set the argument to call this algorithm as this dependent object

Fig. 6

Object Number	1	71
Object Name	CHECKGENDER	72
User Name	DEBUGGER	73
Remote Flag	No	74
Object Type	Function	75
Child Object # 1	2	76
⋮	⋮	76
Child Object # n		76

Fig. 7

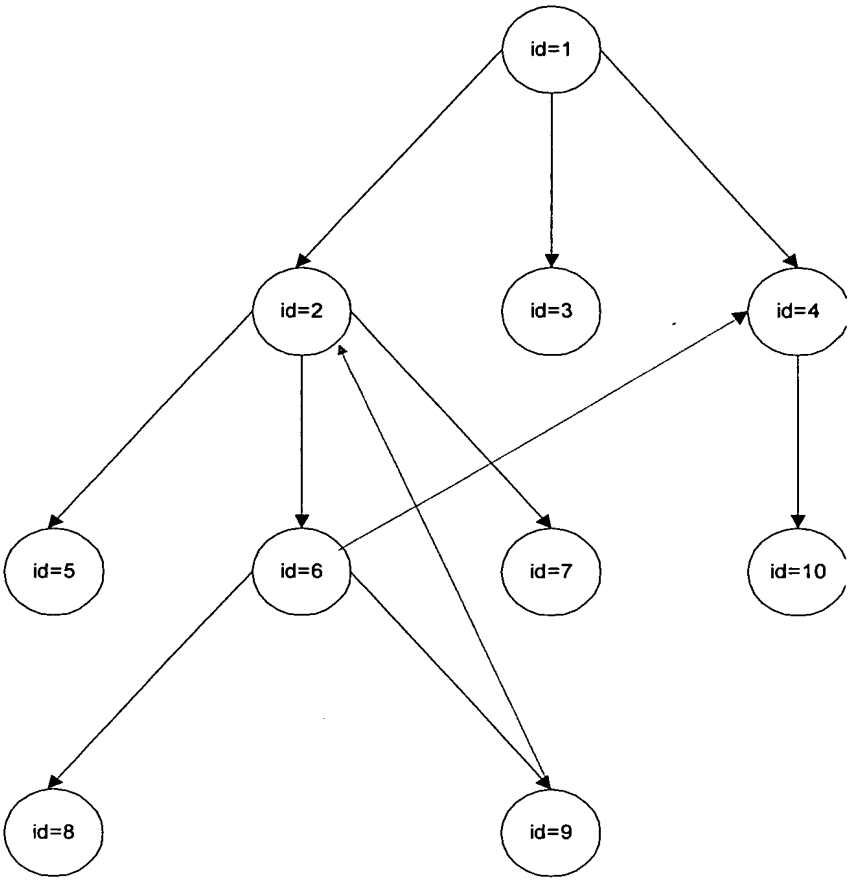
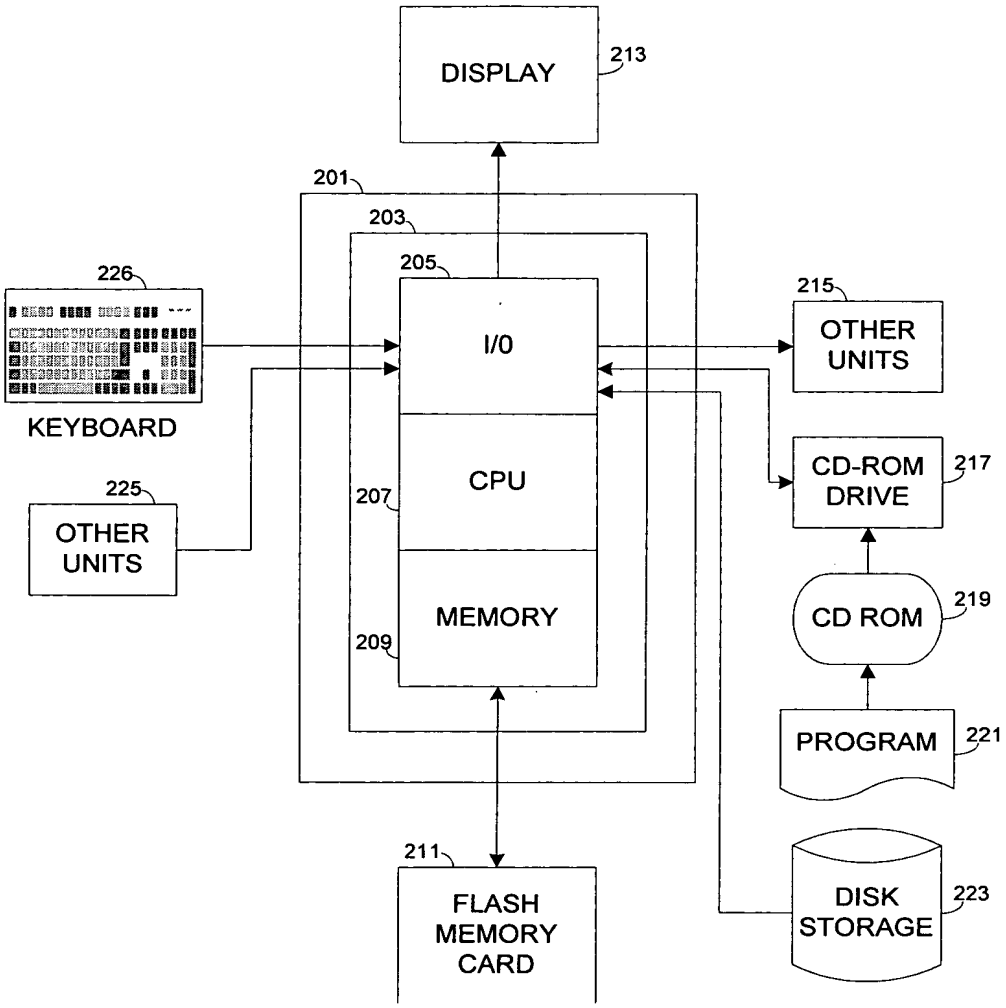


Fig. 8

5

Figure 9

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